Archetypes and Leadership Roles

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casa

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Archetype

- Underlying structures
- Mental models
- Paradigms
- Mental Software
- Reflected in
 - Dream images
 - -Art
 - Literature
 - Mythology
 - Everyday behaviors

Theory Base

- Psychology of C. G. Jung—archetypes and the individuation process
- Scholarship on the hero's journey by Joseph Campbell and others
- 30 years of research by Dr. Pearson and her associates
 - 12 archetype system for recognizing the individuation process
 - Spiral journey for ongoing individual and organizational development
 - Tool for freedom from habitual ways of thinking and action

Tool for Understanding

- Your inner life and motivations
- Your habitual ways of thinking and feeling
- Your journey/development
- Other people, especially those different from you
- Ways to rise to a challenge by stretching your own perspectives and behaviors
- Strategies to better lead and/or collaborate with others

Self-Reflection

- What are the activities that are the most fulfilling to you?
- Are there any ways that others expect you to behave that don't really fit for you?
- Think of one person you admire greatly.
- Think of one person you are critical of or whose actions are puzzling to you.
- Where are you in a change cycle: stability (preparation), change, or restabilization?
- What is one current challenge facing you?

I. Preparation:

Archetypes of the Family





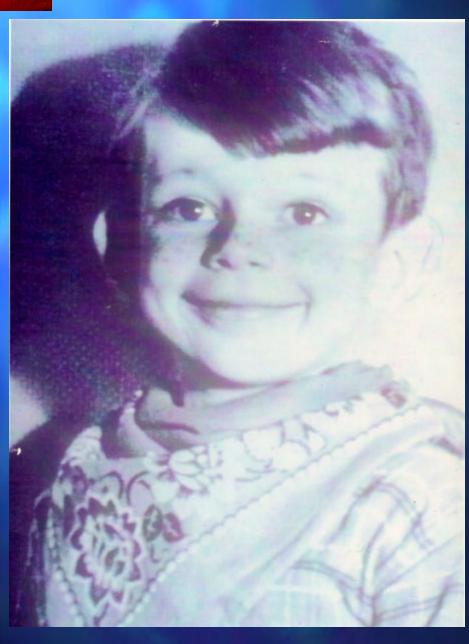




- Innocent--faithfulness, loyalty, optimism, willingness to follow orders (Inner Child)
- Orphan--skepticism, realism, empathy, recognizing the flaws in the system (Inner Child)
- Warrior--toughness, assertiveness, boundaries, competitiveness (Inner Parent, "daddy")
- Caregiver--providing safety, nurturing, bringing people along (Inner Parent, "mommy")











Walt Disney





Levels of the Innocent

- Level One: conventional, dependent, naive
- Level Two: hope triumphing over disillusionment
- Level Three: trust and optimism without denial
- Shadow: denial
- Annoying behaviors:
 dependence, entitlement,
 simplistic thinking









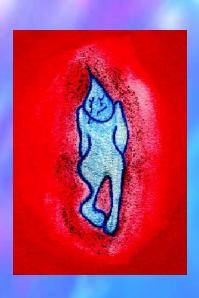












Levels of the Orphan

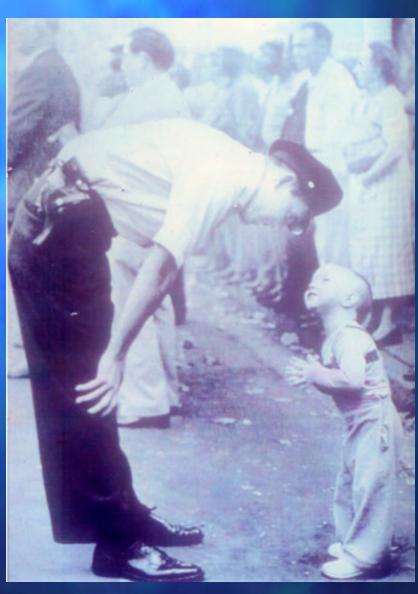
- Level One: Feeling victimized, betrayed or abandoned
- Level Two: Asking for help, reaching out, recognizing potential dangers and temptations
- Level Three: interdependence, empathy
- Shadow: cynicism, selfdestructiveness, victimizing others
- Annoying behaviors: whining, complaining, acting helpless











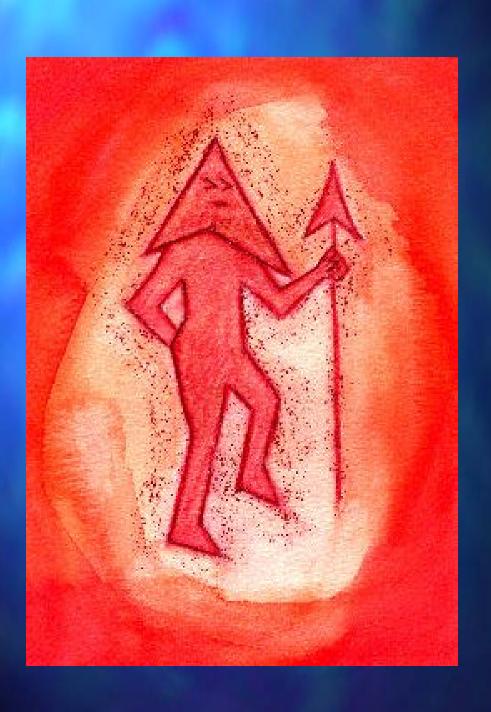






Levels of the Caregiver

- Level One: martyr, rescuing others, sacrificing self
- Level Two: Self-care
- Level Three: Balance care for self and others
- Shadow: codependence, enabling
- Annoying behaviors: guilttripping, suffering martyr

















Levels of the Warrior

- Level One: compelled to win in every situation
- Level Two: principled, fair fight, competitiveness
- Level Three: assertiveness, preference for win/win solutions, pick battles sparingly and strategically
- Shadow: ruthlessness, manipulation
- Annoying behaviors: arrogance, blaming, going "one-up"

II. Change:

Archetypes of Initiation









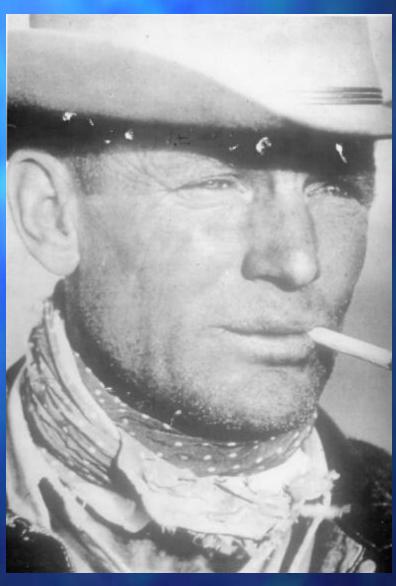
- Seeker--independence, divergent thinking, open-mindedness
- Destroyer--prioritizing, weeding out, tough-mindedness, knowing when to let go
- Lover--connecting, bonding, enthusiasm, passion for the task and the people
- Creator--imagination, innovation, restructuring, ordering



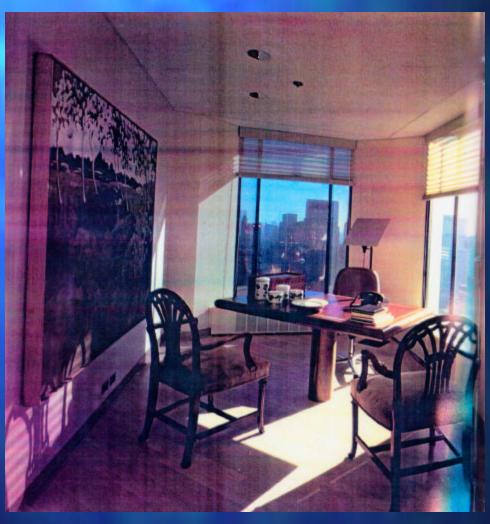














Levels of the Seeker

- Level One: wandering, experimenting, exploring
- Level Two: ambition, selfimprovement
- Level Three: finding authenticity, individuality
- Shadow: anti-social, hostile to authority
- Annoying behaviors: always have to be different, always the outsider, always critical of the group

Destroyer



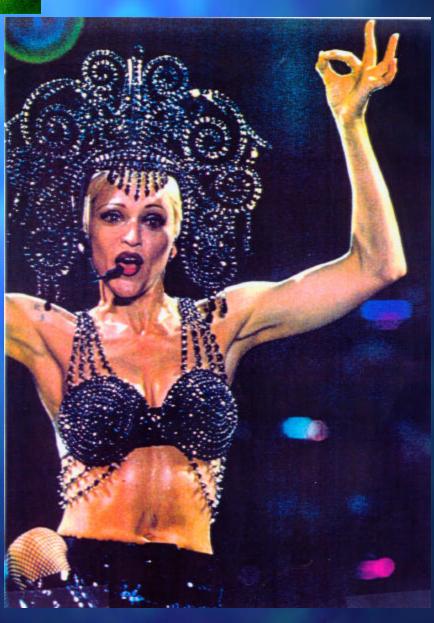


Destroyer



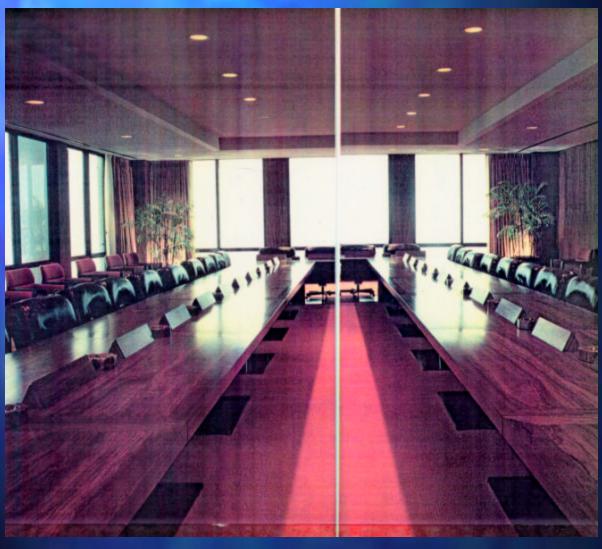


Destroyer





Destroyer





Levels of the Destroyer

- Level One: experience of loss
- Level Two: outlaw or revolutionary
- Level Three: acceptance of death, ability to prune or to let go gracefully
- Shadow: destructiveness and self-destructiveness
- Annoying behaviors: constant criticism, threats, harping on what's wrong















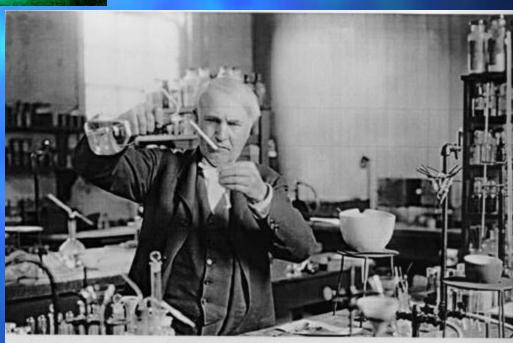


Levels of the Lover

- Level One: falling in love with a person, place, activity
- Level Two: making commitments based on whom and what you love
- Level Three: love for humanity, the planet
- Shadow: promiscuity, Puritanism, jealousy, sexual harassment
- Annoying behaviors: intrusiveness, seductiveness, inappropriate intimacy

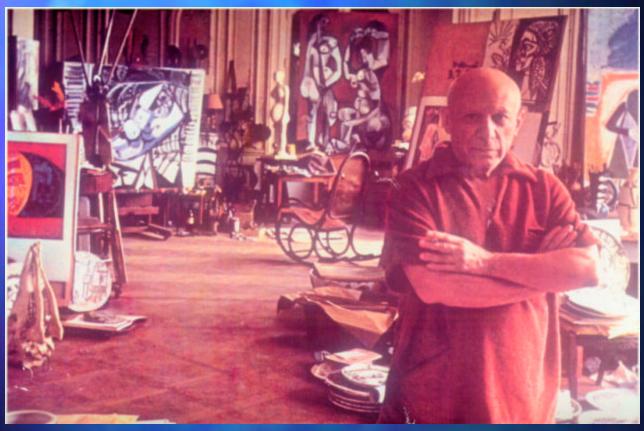






Thomas Edison











Levels of the Creator

- Level One: Imaginative, creative outlets/hobbies
- Level Two: creation of your life and work in way that reflects your individuality
- Level Three: innovation and creativity that ushers something new into your organization, field, or community
- Shadow: creation of a mess, chaos resulting from a failure to establish routine systems
- Annoying behaviors: prima donna behaviors, self-indulgence

III. Restabilization:

Archetypes of the Royal Court



- Ruler -- managing, developing and enforcing rules, policies, procedures
- Magician -- providing vision, inspiration, galvanizing group energies
- Sage -- learning, analyzing, evaluating, deciding
- Jester -- enjoying the task, improvisation, playfulness, flexible atmosphere



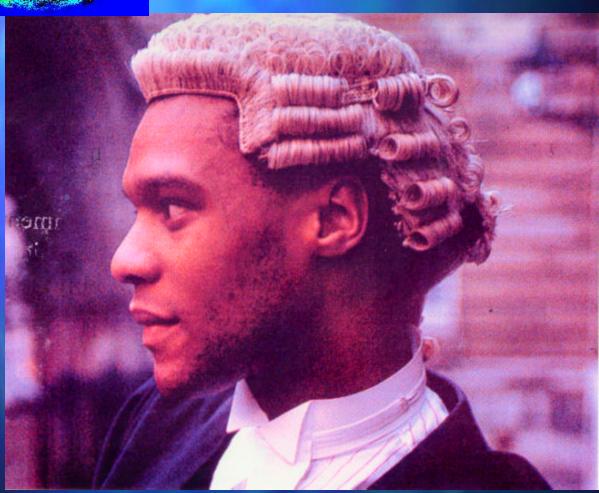


















Levels of the Ruler

- Level One: taking responsibility for your life
- Level Two: becoming a leader or taking on responsibility for the group
- Level Three: learning to fully utilize all resources to create a peaceful and prosperous "kingdom"
- Shadow: controlling, tyrannical, dictator-like actions
- Annoying behaviors: issuing orders, smugness, assumption that they set the standard for all correct behaviors, "my way or the highway" expectations











Martin Luther King, Jr.

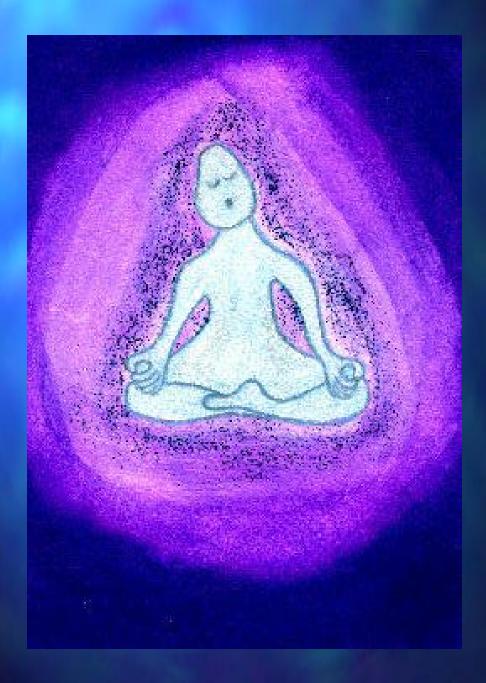




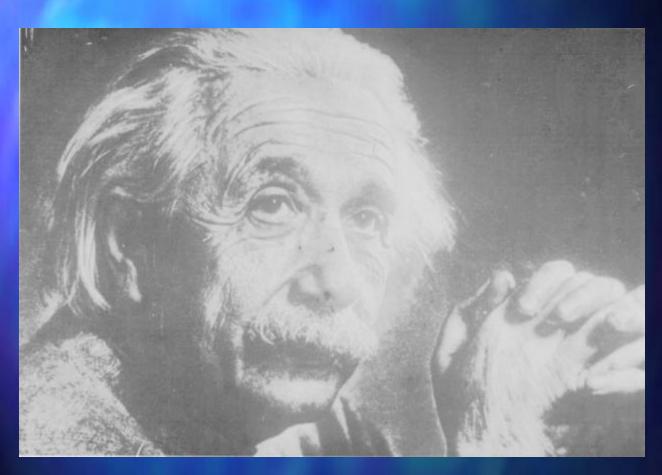


Levels of the Magician

- Level One: noticing synchronistic (coincidental) events
- Level Two: having the experience of your dreams coming true
- Level Three: ushering in change from the inside out
- Shadow: manipulation, controlling other people's minds
- Annoying behaviors: flakiness, expecting miracles to rescue them from difficulty; playing the guru





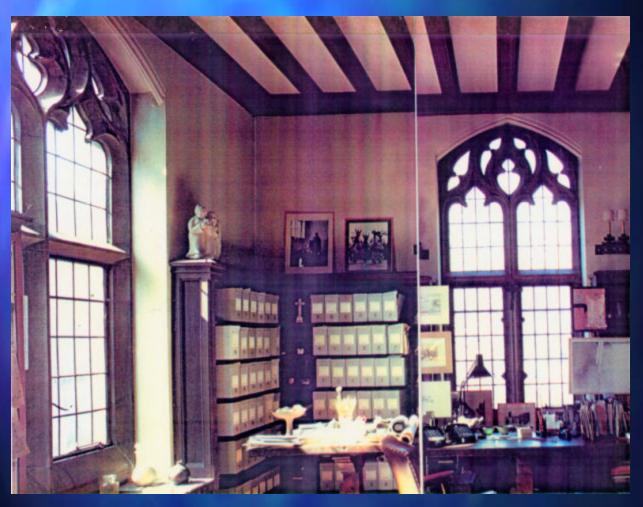






Confucius





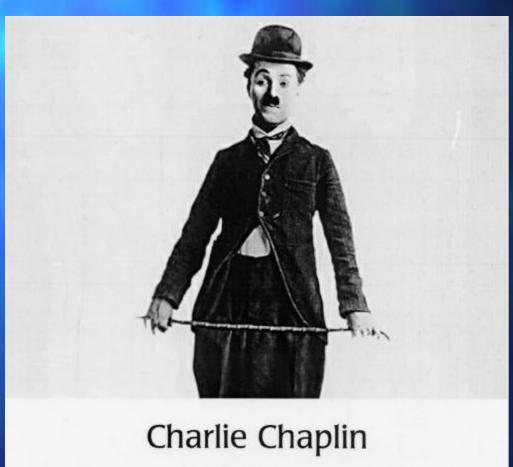


Levels of the Sage

- Level One: curiosity, confusion, learning how to learn
- Level Two: search for the truth, first in an absolute and then a relative context
- Level Three: wisdom, creation and testing of theories and models
- Shadow: dogmatist, pompous attitudes, ivory-tower disconnection from feelings and common sense
- Annoying behaviors: nit-picking, correcting others, inability to act, posturing and speechifying



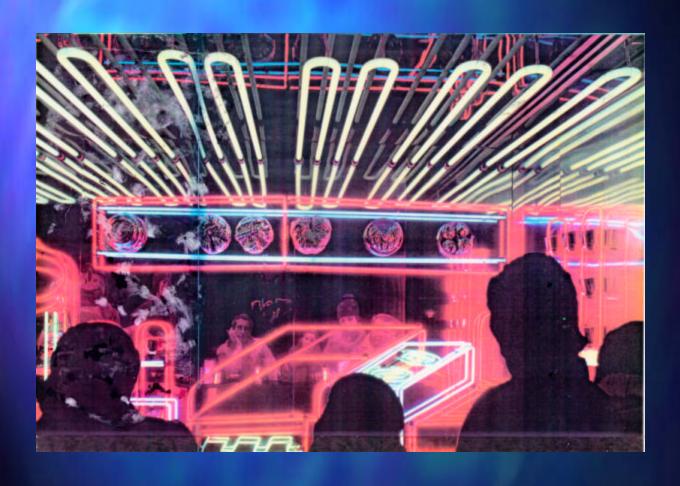














Levels of the Jester

- Level One: trickster, game playing, cut-up
- Level Two: experience of joy in the moment, gestalt, truth-telling with humor
- Level Three: wise fool, finding joy through letting go of desire, spiritual bliss
- Shadow: gluttony, sloth, drunkenness, irresponsibility, con artists
- Annoying behaviors: cutting-up that distracts from task at hand, really bad puns, inability to get down to work, fidgeting

Name That Archetype

- The activities that are the most fulfilling to you
- Ways that others expect you to behave that don't really fit for you
- Person you admire greatly
- Person you are critical of or whose actions are puzzling to you
- Where are you in a change cycle: stability (preparation), change, or restabilization
- Current challenge

Archetypes and Their Gifts

- Innocent
- Orphan
- z Caregiver
- **Warrior**
- ∠ Destroyer
- ∠ Lover
- ∠ Creator
- Ruler
- Magician
- Sage
- Jester

- Optimism
- Realism
- Compassion
- Strength
- Independence
- Sacrifice
- Intimacy
- Creativity
- Responsibility
- Transformation
- Wisdom
- **Joy**

Meeting the Demands of a Role

- Build on your archetypal strengths
- Team with others with complementary strengths
- Awaken needed archetypes
- Move from low level of archetypes to their more positive sides

Awakening an Archetype

- Need: to respond to challenge
- - Deciding
 - Observing
 - Shadowing
 - Role-playing
 - Method-acting

For more information:

by Carol S. Pearson, Ph. D.

- Awakening the Heroes Within. San Francisco, California: HarperSanFrancisco, 1991.
- Www.herowithin.com
- See also:
 - The Hero Within: Six Archetypes We Live By
 - Magic at Work: A Guide to Releasing Your Highest Creative Potential
 - Invisible Forces: Harnessing the Power of Archetypes to Improve Your Career and Your Workplace
 - The Hero and the Outlaw: Building
 Extraordinary Brands Through the Power of
 Archetypes